

Claims

1. A method of playing a card game among a plurality of Players and a Dealer wherein each player wagers against the Dealer, the method comprising the steps of:

5 shuffling at least one standard poker deck of 52 cards comprising four Aces, four Twos, four Threes, four Fours, four Fives, four Sixes, four Sevens, four Eights, four Nines, four Tens, four Jacks, four Queens and four Kings;

wagering by each Player against the Dealer wherein each player provides value for a set of equal valued bets comprising a first bet, a second bet, a third bet and a fourth bet;

10 dealing a hand of cards to each Player and a face down hand of cards to the Dealer;

providing an opportunity for each Player to view his own hand of cards;

each Player identifying its first bet as a high bet, a low bet or a split bet after having said opportunity;

revealing a first card of the Dealer's hand of cards for each Player to view;

15 each Player discarding each card in their hand of cards that has a rank equal to the rank of said first card;

each Player identifying its second bet as a high bet, a low bet or a split bet after said first card is revealed;

revealing a second card of the Dealer's hand of cards for each Player to view;

20 each Player discarding each card in their hand of cards that has a rank equal to the rank of said second card;

each Player identifying its third bet as a high bet, a low bet, or a split bet after said second card is revealed;

revealing a third card of the Dealer's hand of cards for each Player to view;

25 each Player discarding each card in their hand of cards that has a rank equal to the rank of said third card;

each Player identifying its fourth bet as a high bet, a low bet or a split bet after said third card is revealed;

revealing a fourth card of the Dealer's hand of cards for each Player to view;

each Player discarding each card in their hand of cards that has a rank equal to the rank of said fourth card;

computing a sum of point values of a Player's remaining hand of cards,

determining whether the point value of a Player's hand is within a predetermined high

5 range and/or a predetermined low range;

determining a payout amount for each Player according to whether each of said Player's first bet, second bet, third bet and/or fourth bet identified High and/or Low in correspondence with the Predetermined High Range and/or Predetermined Low of the total point value of said Player's hand.

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2. The method according to claim 1,

wherein each Two has a point value of two points;

wherein each Three has a point value of three points;

wherein each Four has a point value of four points;

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wherein each Five has a point value of five points;

wherein each Six has a point value of six points;

wherein each Seven has a point value of seven points;

wherein each Eight has a point value of eight points;

wherein each Nine has a point value of nine points;

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wherein each Ten, Jack, Queen and King has a point value of ten points]; and

wherein two computing steps are performed for each hand including an Ace,

wherein in a first computing step each Ace has a point value of one, and in a second computing step each Ace has a value of eleven.

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3. The method according to claim 1 wherein each hand of cards includes four cards.

4. The method according to claim 1 wherein said Dealer's hand includes five cards.

5. The method according to claim 4 wherein each of said Players' hands includes

30 five cards.

6. The method according to claim 2 wherein said payout is determined by providing winnings of equal value to each correctly placed bet of said first, second, third and fourth bets; and

5 wherein a correctly placed bet corresponds to a bet identified as High if the total point value of a corresponding Player's hand is within said Predetermined High Range and a bet identified as Low if the total point value of a corresponding Player's hand is within said Predetermined Low Range.

10 7. The method according to claim 6 further comprising the steps of identifying a bet as a Split Bet; and providing a bonus payout to each Player identifying a split bet having at least one Ace in said Player's hand,

15 if said total point value is within said Predetermined High Range when said at least one Ace has a point value of eleven, and said total point value is within said Predetermined Low Range when said at least one Ace has a point value of one.

8. The method according to claim 1 wherein said set of equal valued bets further comprises a fifth bet;

20 each player optionally providing value for said fifth bet; and providing a bonus payout to each player having made said fifth bet if said Dealer's hand of cards corresponds to a previously identified bonus hand.

25 9. The method according to claim 8 wherein said Dealer's hand of cards includes a fifth card.

10. The method according to claim 9 further comprising:
determining said bonus payout according to said first, second third and fourth cards; and

30 adding the point value of said fifth card to each of said Player's total point value.

11. The method according to claim 1 wherein said set of equal valued bets further comprises a fifth bet;

each Player optionally providing value for said fifth bet; and

5 providing a bonus payout to each player having made said fifth bet if said Player's hand of cards corresponds to a previously identified bonus hand before any of said Player's cards are surrendered.

12. The method according to claim 1 wherein each of said Player's card hands are
10 dealt face up and viewable by each Player.

13. The method according to claim 1 wherein each of said Players' card hands are dealt face down, wherein each Player can view its own card hard hand, and can not view another Player's card hand.

14. The method according to claim 1 further comprising:
15 paying a cumulative bonus amount to any player having discarded its entire hand of cards.

15. The method according to claim 14 wherein said cumulative bonus amount is increased if no Player discards his entire hand of cards; and wherein an increased cumulative bonus amount is applied to a next game.

16. The method according to claim 15 wherein said next game includes a game at any
25 number of locations.

17. The method according to claim 1 further comprising:
dealing a Dealer's second hand of cards to said dealer;
each Player predicting whether a sum of point values for their own remaining
hand of cards will be greater than or less than a sum of point values in said Dealer's remaining
5 hand of cards from said Dealer's second hand of cards;
discarding each card in said Dealer's second hand of cards having a rank equal to
the rank of said first card, said second card and said third card;
computing said a sum of point values of said Dealer's remaining hand of cards
from said Dealer's second hand of cards after said discarding step;
10 awarding said payout to a Player only if said Player's prediction holds true.

18. The method according to claim 1 wherein each Player is provided with an
opportunity to withdraw from said game after viewing his hand of cards and before said first card
is revealed;
15 wherein each Player who withdraws from said game is retrieves half of their
wager.

19. A method of playing a card game among a plurality of Players and a Dealer
wherein each player wagers against the Dealer, the method comprising the steps of:
20 shuffling at least one deck of cards;
wagering by each Player against the Dealer wherein each player provides value for a set
of bets;
dealing a hand of cards to each Player and a face down hand of cards to the Dealer;
providing an opportunity for each Player to view his own hand of cards;
25 each Player identifying each of its bets as a high bet, a low bet or a split bet after having
said opportunity;
revealing cards of the Dealer's hand of cards for each Player to view;
each Player discarding each card in their hand of cards that has a rank equal to the rank of
revealed cards in said Dealer's hand of cards;
30 computing a sum of point values of a Player's remaining hand of cards,

determining whether the point value of a Player's hand is within a predetermined high range and/or a predetermined low range;

determining a payout amount for each Player according to whether each of said Player's bets identified High and/or Low in correspondence with the Predetermined High Range and/or
5 Predetermined Low of the sum of point values of said Player's remaining hand of cards.

20. The method according to claim 19 wherein each Player has no opportunity to change bets after said Dealer's cards are revealed.

10 21. The method according to claim 19 wherein each player has at least one opportunity to change bets after some but not all of said Dealer's cards are revealed.

22. The method according to claim 19 wherein said game is played electronically using an electronic representation of at least one standard poker deck of 52 playing cards.
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23. The method according to claim 19 wherein said deck of cards includes Joker cards.

24. The method according to claim 19 wherein said deck of cards includes a standard
20 poker deck of playing cards minus at least one ranks of cards.